BUTT-UGLY MARTIANS

ZOOM or DOOM!™

EVERYONE

E

CONTENT RATED BY ESRB

VIVENDI UNIVERSAL games

CRAVE™ ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

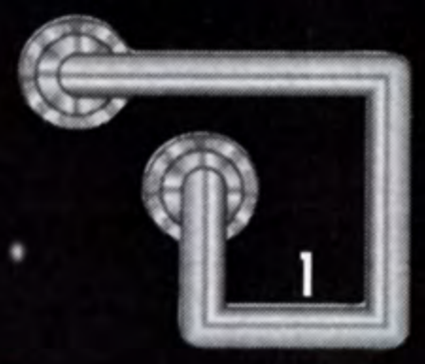
USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Butt-Ugly Martians™: Zoom or Doom!™



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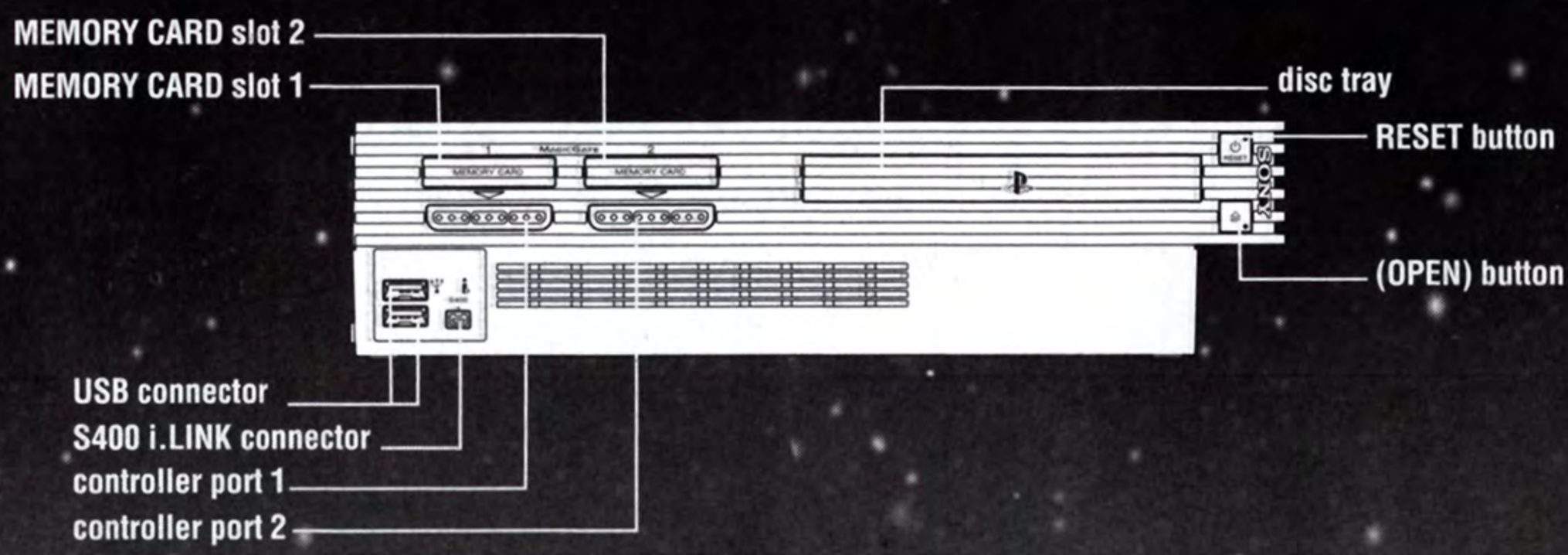
2 GETTING STARTED

PLAYSTATION®2
Computer Entertainment System



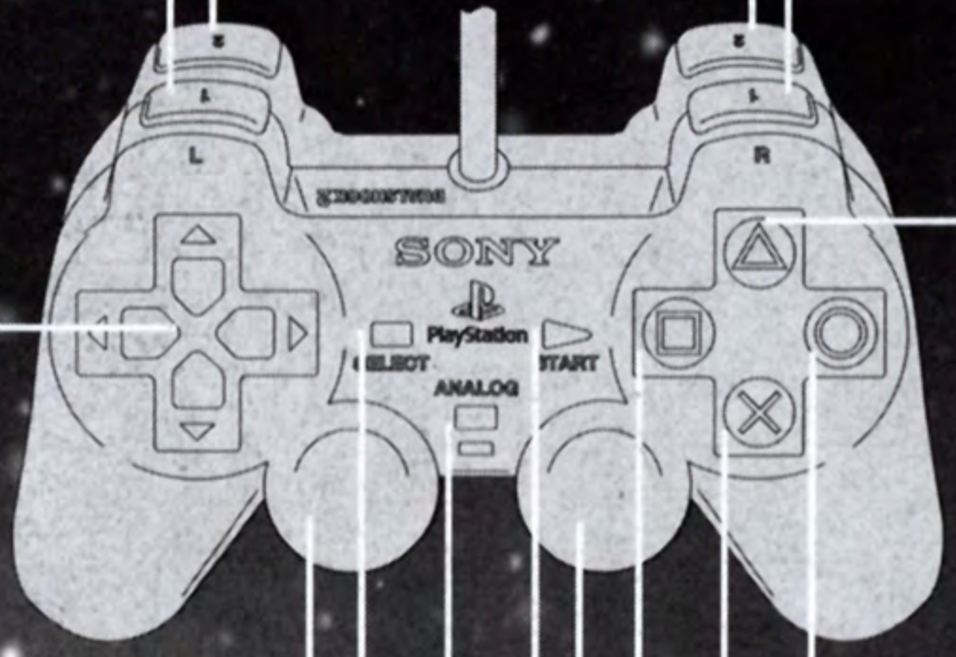
Set up your PlayStation®2 computer entertainment system according to the instructions in the instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. *Place the Butt-Ugly Martians: Zoom or Doom!* disc on the disc tray with the label side up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using *Butt-Ugly Martians: Zoom or Doom!*.

Memory Card (8MB) (for PlayStation®2)

Butt-Ugly Martians: Zoom or Doom! lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. BEFORE starting play, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console.

Important: Do not switch off the MAIN POWER switch, or remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Control Configurations

There are four controller configurations you can use to play the game.

Configuration 1 (Default)

CONTROL =	FUNCTION
directional button ◀/push left analog stick left =	Steer left
directional button ▶/push left analog stick right =	Steer right
⊗ button /push right analog stick forward =	Accelerate
□ button /push right analog stick back =	Brake
○ button =	Not used
△ button =	Taunt an opponent
L1 button =	Powerslide left
R1 button =	Powerslide right
L2 button =	Rearview mirror
R2 button =	Fire pickup weapon
START button =	Pause game
SELECT button =	Cycle through camera views

Control Configurations
(continued)

For more information on pickup weapons, see *Weapons Pickups* on page 12. Taunting requires attack energy—see *Taunting* on page 15 for more information.

Powersliding allows you to lean into a turn, enabling precision control of the OMAB ("One Martian Air Bike") through tight curves. Proper coordination of steering and powersliding is essential for successful navigations of the more advanced tracks.

Configuration 2

CONTROL	=	FUNCTION
directional button ◀ / push left analog stick left	=	Steer left
directional button ▶ / push left analog stick right	=	Steer right
right analog stick forward	=	Accelerate
right analog stick back	=	Brake
L1 button	=	Fire pickup weapon
R1 button	=	Taunt an opponent
L2 + R2 buttons	=	Cycle through camera views
right analog stick left	=	Powerslide left
right analog stick right	=	Powerslide right
▢ or △ or ✕ button	=	Rearview mirror
START button	=	Pause game

Configuration 3

CONTROL	=	FUNCTION
directional button ◀ /push left analog stick left	=	Steer left
directional button ▶ /push left analog stick right	=	Steer right
directional button ▲ /push right analog stick fwd	=	Accelerate
directional button ▼ /push right analog stick back	=	Brake
✕ button	=	Fire pickup weapon
▢ or ○ button	=	Taunt an opponent
L2 button	=	Rearview mirror
R2 button	=	Cycle through camera views
L1 button	=	Powerslide left
R1 button	=	Powerslide right
START button	=	Pause game

Configuration 4

CONTROL = FUNCTION

directional button ◀/push left analog stick left = Steer left
directional button ▶/push left analog stick right = Steer right
directional button ▲/push right analog stick fwd = Accelerate
directional button ▼/push right analog stick back = Brake
⊗ button = Taunt an opponent
□ or ○ button = Fire pickup weapon
L2 button = Rearview mirror
R2 buttons = Cycle through camera views
L1 button = Powerslide left
R1 button = Powerslide right
START button = Pause game

SAVING AND LOADING GAMES

To save game settings, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console. You can load saved game data from the same memory card (8MB) (for PlayStation®2), or any memory card (8MB) (for PlayStation®2) containing previously saved *Butt-Ugly Martians: Zoom or Doom!* games.

Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading or saving files.

- When starting a new game, you will be prompted to create a new save game file on a memory card (8MB) (for PlayStation®2). Only one *Butt-Ugly Martians: Zoom or Doom!* game can be saved at a time.
- At the end of each stage in Conqueror's Cup Mode, your game will automatically be saved, including any hidden tracks or characters you have unlocked.
- In other game modes and in Multiplayer Mode, if you have finished a race with a new fastest time, you will be prompted to enter your name for the high scores screen.
- To access the list of lap records, select **Lap Records** from the Main Menu.
- To return to a previously saved game, simply insert a memory card (8MB) (for PlayStation®2) with a saved *Butt-Ugly Martians: Zoom or Doom!* game.

INTRODUCTION

Emperor Bog is furious that the conquest of Earth is taking so long! At the suggestion of Dr. Damage, Bog decides to restage the Conqueror's Cup; a series of races on a variety of courses across the galaxy. The winner of the race earns the right to invade and conquer Earth, and will hold Earth's fate in his hands!

The Butt-Ugly Martians™ convince Emperor Bog that they be allowed to race. Bog agrees, not realizing their true motivation—to save Earth, their beloved new home!

Meanwhile, Stoat Muldoon hears about the race using his intergalactic satellite dish. He decides to enter it so he can save the Earth from alien scum. Dr. Damage—believing that alien superiority will guarantee that Stoat will finish last—allows him to enter.

MAIN MENU

From the Main Menu you can make a number of choices:

- **Single Player Game**: Choose this option to see all the modes of play for a single player.
- **Assist Mode Game**: Choose this option for an easier game. The Steering Help you receive will make cornering and turning less difficult.
- **Multiplayer Game**: Choose this option to see available modes of play for up to two players.
- **Lap Records**: This screen allows you to view the fastest lap times for specific tracks.

- **Load Game Data**: Choose this option to load a previously saved game or game options.
- **Save Game Data**: Choose this option to save all option changes and game progress.
- **Options**: Choose this option to alter your audio, controller and video settings.

Options Menu

- **Audio Options**: Choose this option to adjust the audio output settings.
- **Controller Options**: Choose this option to change the controller vibration setting, and also choose alternate control configurations.
- **Video Options**: Choose this option to split the screen for multiplayer mode, or to adjust the screen position on your TV.

Pressing the △ button will return you to the previous screen, canceling all changes made.

MODES OF PLAY

You have the option of playing the game in either Single-Player Mode or Multiplayer Mode.

Single-Player Modes

- **Conqueror's Cup**: This is the primary game mode. Race against your opponents in three stages of races across the galaxy! Finish on top of the leader board at the end of the competition to win the right to save (or invade) Earth.
- **Practice Mode**: Hone your racing skills on unlocked tracks with no pickups and no other vehicles.
- **Time Attack**: Race against the clock on any unlocked track. Your current best time will be shown as a "ghost" bike on later runs.
- **Speed Challenge**: Compete against increasingly tough opponents in a series of five races.
- **Battle Challenge**: Go head-to-head against another character. You must win to face the next challenger.

Multiplayer Modes

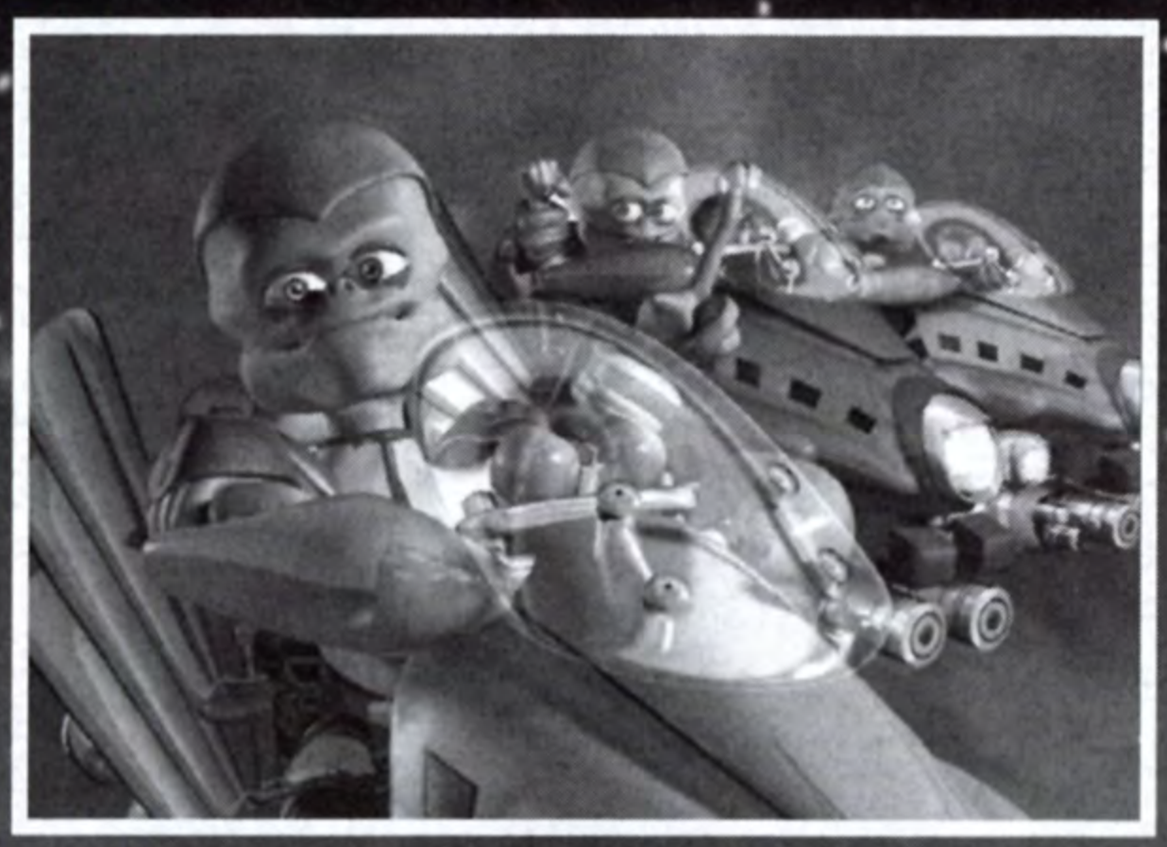
- **Quick Race**: Participate in a quick race on any unlocked track; unlike Practice Mode, you race against opponents. You can also play this mode as a single player.
- **VS. Battle**: Two players face off against one another without any other characters on the track.
- A second controller should be plugged into the Sony PlayStation®2 system for the Main Menu to reflect the Mutiplayer game modes.

THE CONQUEROR'S CUP

The Conqueror's Cup Mode is the primary mode of play and features a storyline with the Butt-Ugly Martians. Tracks must be unlocked in Conqueror's Cup before they can be played in other game modes.

The Game Play

As a new racer, you will compete on a series of five tracks. If you win, you will open up two more tracks and move on to the medium difficulty setting. When you advance to the hard difficulty setting, the races are even more challenging!



Special Drag Race mini-games can also be raced if you achieve certain objectives in some of the normal races. These objectives are described at the beginning of the races that unlock the drag races.

Speed Challenge

In this mode, you participate in a series of five races against increasingly tough opponents. You'll be required to achieve a predetermined placing in order to progress to the next stage. Each race can take place on any available track—you can even race on the same track five times, if you want to.

Race	Result needed to progress
1	5th or better
2	4th or better
3	3rd or better
4	2nd or better
5	1st

Failing to achieve the qualifying conditions at any point results in an immediate Game Over. However, even getting through all the races will not guarantee a win. If you complete all races, the winner will be determined by the highest point total.

Battle Challenge

In this mode, you go head-to-head against one racer at a time, in a series of six races. Only one category of pickup will be available in each race. You must come in first to progress to the next race—losing a race will result in immediate Game Over.

The track, pickup type and opponent will be randomly selected at the start of each race. After you select your character, you are dropped directly into the level, with a message from your opponent, such as:

"Chitzok challenges you to a Missiles-only battle race on the Utopian Speedway!"

Assist Mode

If Assist Mode is selected from the Main Menu, you are taken to an Assist game mode selection screen, where you can choose to start a new single-player game in any of the following modes: *Conqueror's Cup*, *Practice Mode*, *Quick Race*, *Time Attack*, *Speed Challenge* or *Battle Challenge*.

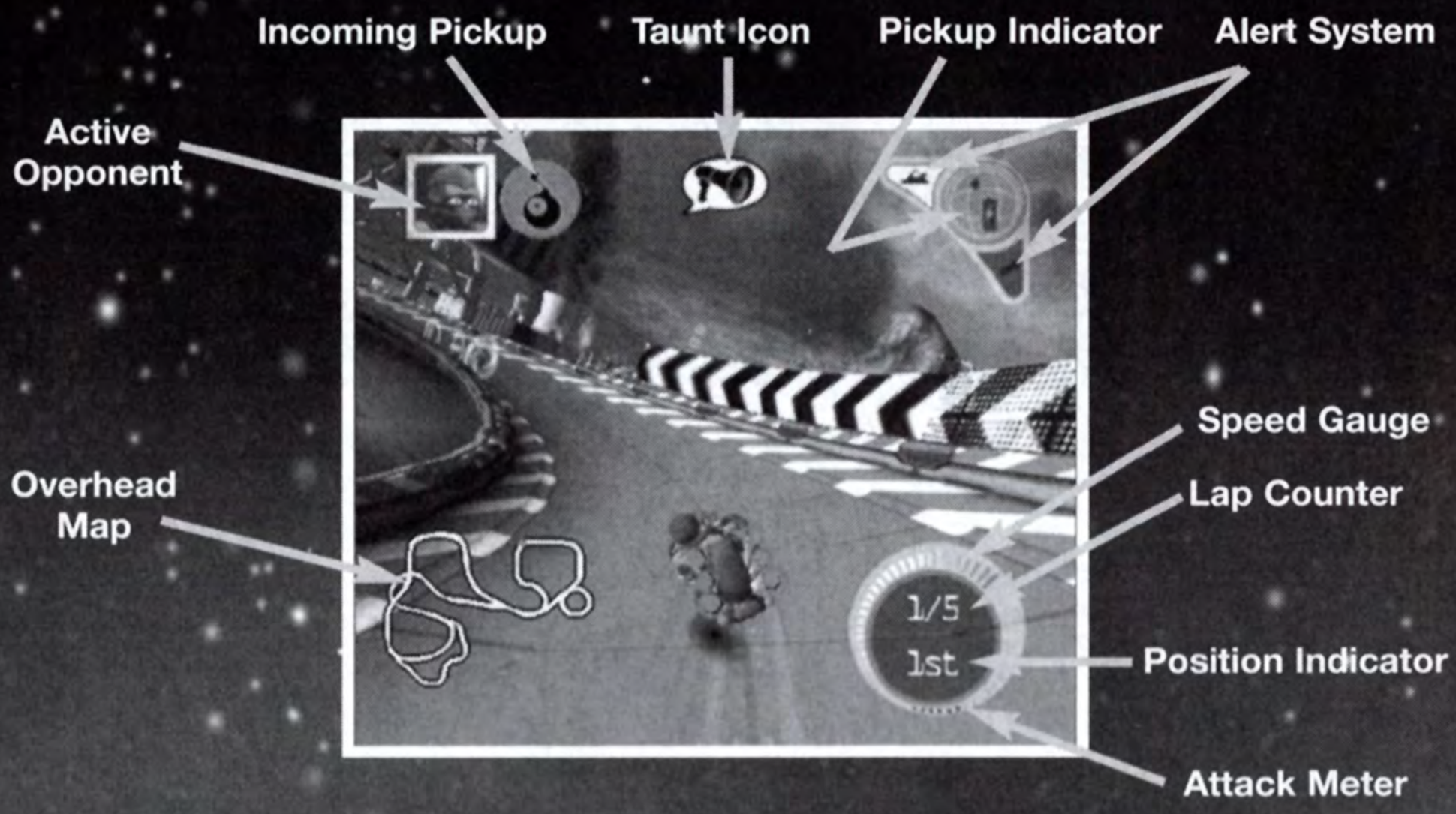
Steering Help
Low
Medium
High
Steering help changes how difficult it is to steer around corners and bends in the track. Low gives the least help and High gives the most.
OK
Press ○ to accept these options
or △ to go back

Once the game mode has been selected, you will be able to select how much steering help you would like: low, medium or high.

In addition, in Assist Mode, all hover-bikes are slightly heavier, so they won't accelerate as quickly and won't get thrown around as much on the bumpy tracks. Powersliding is also not active in Assist Mode.

GAME DISPLAY

During a race, the *Heads Up Display* (HUD) provides vital information about your vehicle, weapons and track position.



The HUD contains the following items:

- **The Active Opponent**: This frame shows the character who taunts you or responds to your taunt. If a pickup is used against you, this frame will also show you who used it.
- **The Incoming Pickup**: This shows what type of pickup was just used against you. It always corresponds with the image of the opponent who used it.
- **The Taunt Icon**: This icon will flash on screen when the Attack Meter is at least 50% full and there's an opponent within close range.
- **The Overhead Map**: This map shows a colored dot indicating your position on the map; your opponents are represented by dots of different colors.
- **The Speed Gauge**: This gauge indicates how fast you are traveling. The more bars that are lit up, the faster you are going.
- **The Position Indicator**: This displays your current position relative to the other racers.
- **The Lap Counter**: This indicates which lap of the race you are currently on. A display of "1/3" would mean that you are on the first lap of a three-lap race.
- **The Attack Meter**: This shows how much attack energy you have. When the Attack Meter is filled up, you'll automatically enter Butt-Kicking Mode.

- **The Alert System**: The yellow indicator on the Alert System flashes when an opponent is close behind you. The red indicator flashes when an opponent's weapon is bearing down on you.
- **The Pickup Indicator**: This shows the currently held pickup.

PAUSE MENU

Press the START button at any time to pause the game and enter the Pause Menu, which contains the following options:

- **Resume Game**: Returns you to the race.
- **Controller Vibration**: Turns the vibration on or off for each controller being used.
- **Sound Effects Volume**: Adjusts the volume of the sound effects in the game, such as vehicle noise and explosions.
- **Speech Volume**: Adjusts the volume of speech (taunts).
- **Music Volume**: Adjusts the volume of the background music.
- **Quit Race**: If you decide to quit the race, you will be placed last and taken immediately to the end of the race.
- **Quit Game**: Exits the current game and returns to the Main Menu.

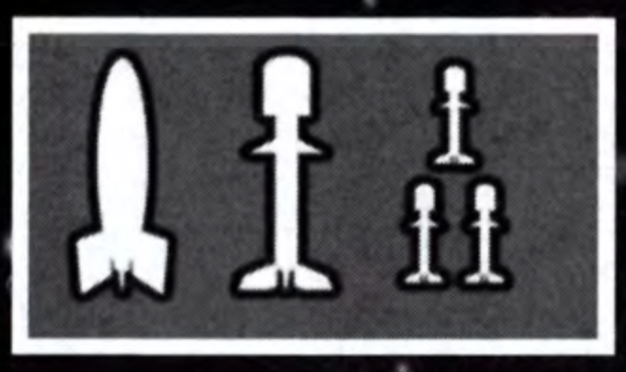
PICKUPS

To further test the Butt-Ugly Martians fighting skills, Dr. Damage has scattered special pickups throughout each track that appear as glowing crystals. To acquire a pickup, aim your OMAB at the glowing crystals on the track.

There are six categories of pickups: Missiles, Obstacles, Martian Technology, OMAB Enhancements, Smart Weapons, and Dr. Damage's Prototypes.

There are three levels of pickup in each category. When you first run over a pickup, you will see it displayed in the Pickup Indicator at top right. If you run over another pickup before using the one you obtained, you will be upgraded to the second level pickup in the current category. If you choose not to use either of the first two pickups, then obtaining an additional pickup will upgrade you to the highest-level pickup in the category. It's up to you to choose how to play: more frequent but less powerful pickups, or less frequent, but more powerful pickups!

Pickup Categories



Missiles
Standard, Homing, Multi-Homing Missile

Level 1 Standard Missile: Fires a single missile straight ahead

Level 2 Homing Missile: Fires a single missile that seeks out the nearest opponent

Level 3 Multi-homing Missile: Fires a devastating barrage of three homing missiles that will target three separate opponents

Obstacles
Gravity Load, Floating Mine, Time Bomb

Level 1 Gravity Load: Drops a mass of hyper-gravity energy behind you that slows down whoever runs over it

Level 2 Floating Mines: Drops a mine behind you that explodes when run over, causing the victim to slow down and temporarily lose control

Level 3 Time Bomb: Drops a time bomb behind you that remains inactive until hit by a racer. The bomb will attach itself to whoever runs over it, and a timer will count down until the bomb explodes. However, before the time runs out, the bomb carrier can pass it off to an opponent by bumping into him.

Martian Technology
Tractor Beam, Lightning Bolt, Teleporter

Level 1 Tractor beam: When activated, the tractor beam will attach to the racer in front of you and pull you forward, while pulling him back.

Level 2 Lightning bolt: Fires an instant blast of energy that temporarily knocks out the target

Level 3 Teleporter: Fires a beam straight ahead that attaches to a racer in front of you, teleporting you forward to their location while sending him back to your position

Pickup Categories
continued

OMAB Enhancements
Auto Pilot, Standard Boost, Turbo Boost,

Level 1 Auto Pilot: Temporarily increases your speed while automatically steering your OMAB

Level 2 Standard Boost: Temporarily increases your speed

Level 3 Turbo Boost: Increases your speed even more

Smart Weapons
Freeze Bomb, Slow Time, Shrink Bomb

Level 1 Freeze Bomb: Turns all opponents (regardless of where they are) into ice, temporarily stopping them dead

Level 2 Slow Time: Slows down everything except the user

Level 3 Shrink Bomb: When activated, shrinks all opponents (regardless of where they are) to half size

Dr. Damage's Prototype Weapons
Repulsor, Controls Reverse, Flash Bang

Level 1 Repulsor: Pushes other OMABs away, making it harder for them to bump the user.

Level 2 Controls Reverse: Homing Ball of energy – temporarily reverses the steering of any OMAB it collides with.

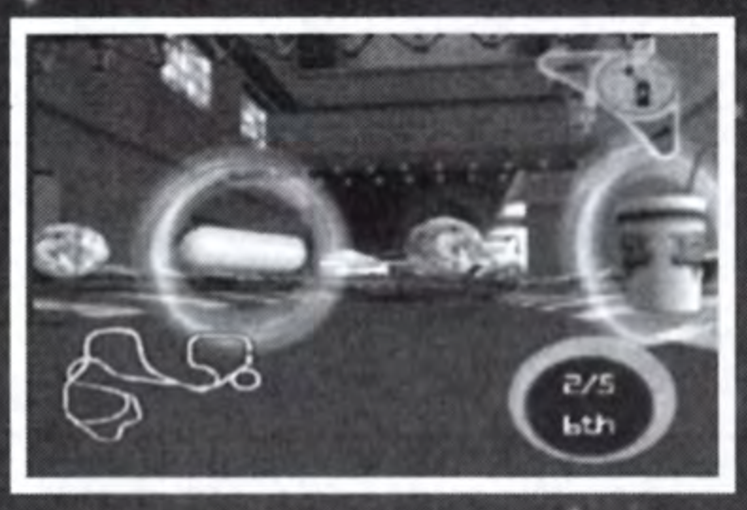
Level 3 Flash Bang: Bright light temporarily blinds players to the rear of the user.

Mega Pickup Enhancement

If you finish a race without using a single pickup, your next regular race (not the drag races) will have special "Mega Pickup" crystals that appear to enhance other pickups. Any pickup that you obtain while the Mega Pickup Enhancement is in effect will be increased in power.

The background of the weapon indicator will pulse and change colors when the Mega Pickup is in effect.

Special Attacks and Pickups



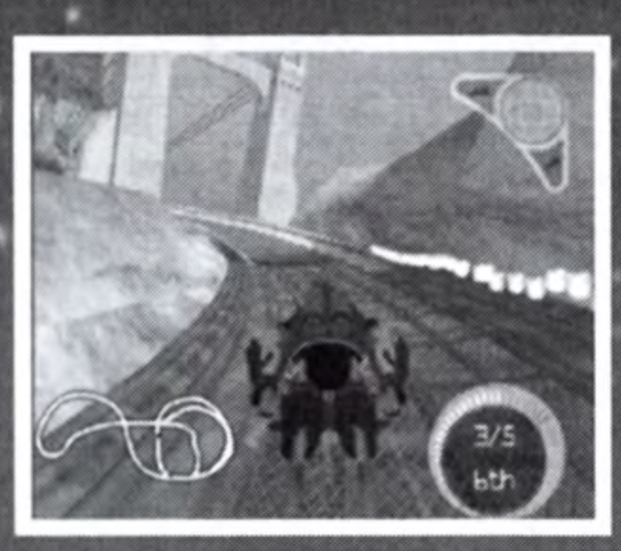
Pickups

Fast food pickups and Bognonian crystals, scattered throughout each track, will power your Attack Meter. When your Attack Meter is high enough, you will be able to taunt nearby opponents. When it reaches 100%, you will automatically go into Butt-Kicking Mode.

Taunts

When your Attack Meter is filled halfway, and an opponent is within range, the Taunt icon flashes to alert you that you have the ability to taunt. Press the △ button to taunt your opponent.

When taunted, other characters feel the need to respond, so they slow down and taunt back at you. As such, taunting is an effective attack—it can be used to slow down and overtake opponents. However, taunting drains your Attack Meter by 50%.



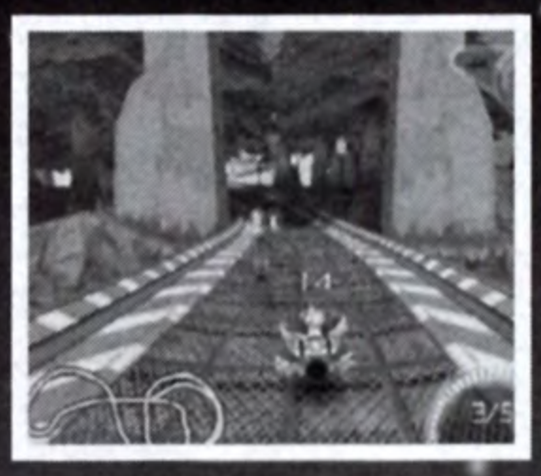
Butt-Kicking Mode

When your Attack Meter fills to its maximum level, you will automatically enter Butt-Kicking Mode. In Butt-Kicking Mode, you are immune to damage and attack, and pickups have no influence over you.

In addition, you will get a slight speed advantage, and will be able to barge through other players, or bash them out of the way! While in Butt-Kicking Mode, your Attack Meter will gradually go down; when it is empty, you will return to normal.

TRACKS

There are a total of nine separate tracks that you can race on. Only tracks unlocked in the Conqueror's Cup Mode will be available in other game modes. Progressing through the Conqueror's Cup Mode will feature five tracks in stage one, seven in stage two, and all nine in stage three.



Utopian Speedway

Watch out for falling boulders on this smooth track surrounded by green fields, trees and mountain ranges.

Polar Blast

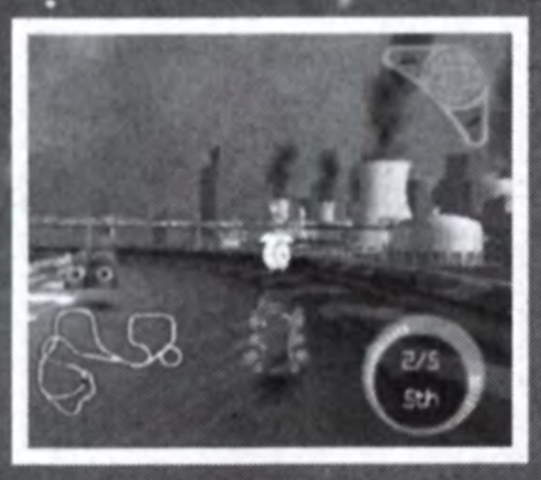
Set in a dark, frigid environment, this track features tight twists, steep turns, massive snowbanks and giant hailstones.

Lava Lake

On a rocky corner of an inhospitable moon, this track weaves through volcanic caverns just below the surface. Steep drops and rises will keep you on your toes. Don't run off the track or you just might land in a pool of red-hot lava!

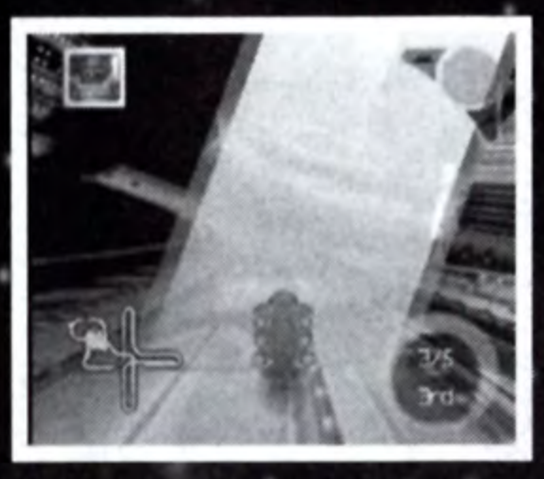
Dust Canyon

In the desert near Stoat Muldoon's secret hideout, there's a deep canyon that conceals this track. Beware of blind corners and hairpin bends, and watch out for dust devils!



Iron Alley

Set on an abandoned industrial planet, this hazardous track is built on rusty girders, broken pipes and stretches of decrepit roadway. Swinging cranes and blasts of steam are likely to send you hurling off course at any moment.

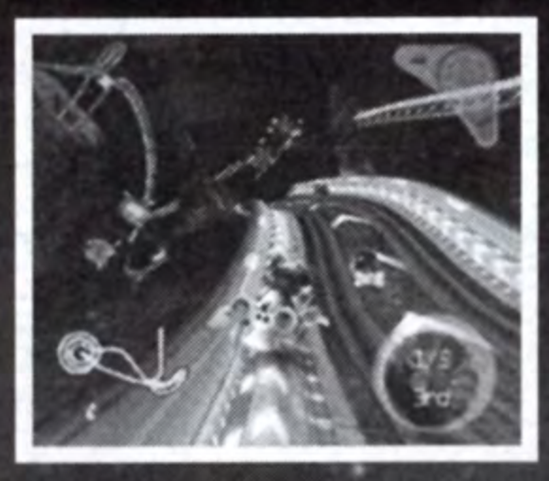


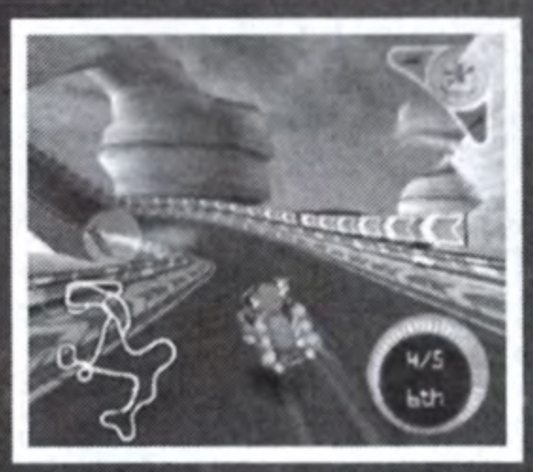
Super Space Loop

Built in the icy vacuum of space, this gravity-free environment doesn't obey the laws of physics. Expect riveting loops, vertical twists and massive spirals. Watch out for the track magnets or you'll come to an immediate halt!

Hard Rock Raceway

You'll have to weather meteor showers on this track as you weave your way around an enormous asteroid belt!



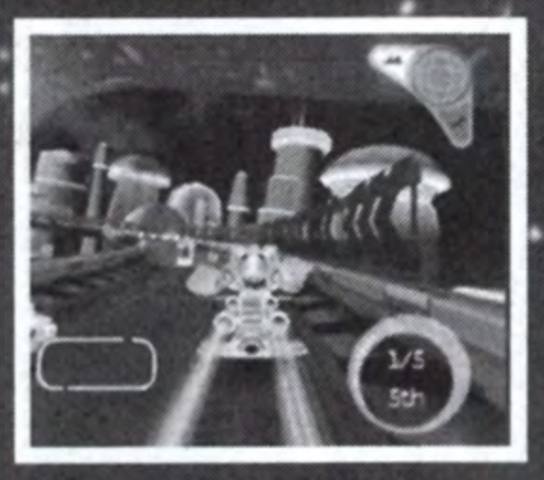


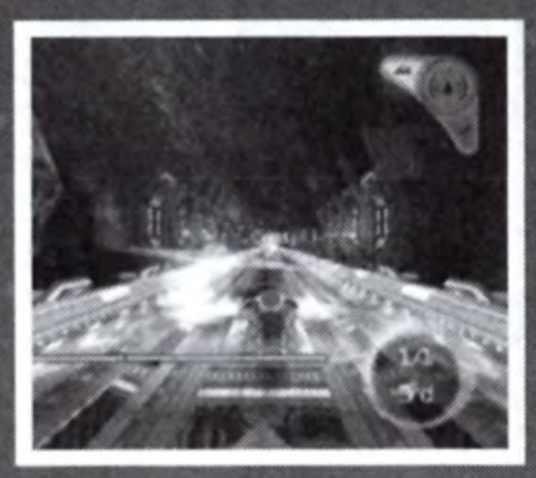
Jet Stream

By the time you face the Jet Stream, you'd better have mastered your driving skills! Razor-sharp bends and hairpin turns will greet you as you maneuver through the desert, rocky ridges, and an abandoned airfield.

Galactic Speedway

The final track is a deceptively smooth, simple, steeply banked loop—perfect for ramming, blasting and cutthroat driving!





Drag Races

If you come in first in some of your races, you will have several opportunities to go head-to-head against your opponents in a drag race! Should you win there, you'll start your next race with a secret bonus.

If you win the entire Conqueror's Cup, all nine tracks become available for mirrored play.

CHARACTERS

Use the directional buttons to highlight the different character portraits—the selected portrait's border color will change to indicate that it is highlighted. Press the ⊗ button to choose the highlighted character or △ button to go back.

You have the option of eventually racing as one of seven characters. When you first start playing, only five of the characters will be available to you, but do well in the Conqueror's Cup and you may just unlock the other two!

The Characters That Race:

Commander B. Bop-A-Luna

The group's leader. Sharp, bright and impulsive. Sometimes guilty of not always thinking things out to their conclusion. Rough on the outside with a heart of gold.

Tech Officer 2-T-Fru-T

A tech commando. If something needs doing, then 2-T's your man (or Martian). He can make or rig almost anything! Always ready and willing, but not usually the first to try something new.

Corporal Do-Wah Diddy

Perhaps the most levelheaded of the three Martians. Kind-hearted, soft and sensitive. He won't strike until provoked, but when he does, watch out!

Stoat Muldoon

A professional alien hunter with his own TV show, Muldoon, Alien Hunter. He's a by-the-book, no-nonsense kind of guy with zero tolerance towards aliens. All are a threat!

Jax the Conqueror

An incredibly boastful soldier driven by the need to conquer. Defeated by the Butt-Uglies in a previous clash, he's mega-dangerous and out for revenge! (You must win the Conqueror's Cup playing as Stoat Muldoon to unlock Jax.)

Gorgon

A foul-smelling, shape-shifting alien from the Planet Gorg. He is extremely ferocious and easily annoyed when cornered, so Butt-Uglies beware! (You must win the Conqueror's Cup playing as one of the Butt-Uglies to unlock Gorgon.)

Chitzok

A powerful alien warrior employed by Emperor Bog to speed up the Martian invasion of Earth. He considers the Butt-Uglies to be weak and unworthy of the invasion, and relishes nothing more than the chance to show that he's the right alien for the job.

Depending on who you race as in Conqueror's Cup Mode, your objective will differ:

- **As a Butt-Ugly** – As one of the Butt-Ugly Martians, the objective is to win the *Conqueror's Cup*, so that you can once again be chosen to lead the invasion of Earth and actually save it by secretly pretending to conquer it.

- **As Stoat Muldoon** – As Stoat Muldoon, the objective is to win the *Conqueror's Cup* and save Earth—by keeping aliens from winning the right to invade it.

- **As a villainous alien** – As Gorgon, Chitzok, or Jax, the objective is to win the *Conqueror's Cup* and begin the invasion of Earth as the new favorites of Emperor Bog.

CREDITS

Crave Entertainment, Inc.

Executive Producer
Robert Bryant

Associate Producer
John Bloodworth

**Senior Vice President,
Product Development**
Mark Burke

Director of Marketing Services
Sheri Snow

Graphic Designer
Ethan Malykont

VP, Corporate Counsel
Barry Seaton

Special Thanks to:
Nima Taghavi, Michael Maas and
Ron Scott

CREDITS

Vivendi Universal Games, Inc.

Producer
David Chatfield

Executive Producer
Robert Nashak

Associate Producer
Jennifer Dancy

Director of Development
Cathy Siegel

Creative Director
Ben Badgett

The Voices of
Rob Paulsen
S. Scott Bullock
Jess Harnell
Charlie Schlatter
Geoff Pierson

Director of Programming
Matt From

Quality Assurance Director
Stuart Hay

Quality Assurance Brand Manager
James Galloway
Renee Foster

QA Project Leads
Jeffrey Hoover
Michael Caradonna

QA Associate Lead
Linda Maier

QA Testers
Andrew Dank
Brian Mathison
Glenn Gregory
Cameron Austin
Clark Wyatt
Jerry Lopez
Daniel Lee
Don Carroll
Emad Farraj
Jason Jue
Jon Paul Walton
Joseph Peren
Juliet Nimmo
Mayra Orellana
Jason Perry
Robert Gardner
Mark Jihanian
Peter Cornforth
Ronnie Chen
Virginia Suchodolski

Casting and Voice Direction
Tom Keegan

Dialogue Recording
Rich Seitz

Dialogue Editing
Rich Seitz
Andrea Toyias

Additional Dialogue Processing
Edgar Gresores

Director of Marketing
Karen Petersen

Brand Manager
James Tuverson

Packaging
Cathy Weiss
Michael Bannon
Marcela Cabrera
Maggie Storm
Clayt Ratzlaff

Senior Research Analyst
Irene Lane

Documentation
Lauren Azeltine

Special Thanks
Leslie House
Richard Wyckoff

Universal Studios Consumer Products Group

Manager, Rights Clearance / Product Approval
Julie Chebbi

Senior Art Director
Susan McIntyre-Young

Creative Coordinator
Geoff Nevling

Senior Counsel, Business and Legal Affairs
Todd Whitford

Vice President, Interactive
Bill Kispert

Mike Young Productions

Executive Producer
Bill Schultz

Studio Production Manager
Maura Sullivan

Post Production Supervisor
Cary Silver

Developed by Runecraft Ltd

Producer
Patrick Armstrong

Associate Producer
Mick Waites

Programming
Dave Sowerby
Mike Richardson
Johnny Carlyle
Simon Fox

Lead Artist
Jason Haddington

Artists
Jane Stroud
Tyronne Bramley
Alan Tang
Ben Woods
Tina Palmer
Colin Mulhern

Character Artist
Ken Lau

Additional Art
Phil Brown
Daryl Marples

Concept Art
Steven Hird
Tyronne Bramley

Front End Artists
Kevin Hackett
Julian Spencer

Senior Animator
Ian Deary

Animators
John Saull
Anthony Martin

Designed by
John Tatlock

Additional Design by
Andrew M Gavin

Lead Tester
Wez Foster

Testers
Tim Wilson
Mick Barlow
Greg Ellis
John Webb
Steve Garnham

Head of R&D
Steven Caslin

R&D Team
Richard P Gatehouse
Tom Kuhn
Paul Tankard
Jeff Astor
Richie Palmer
Andrei Elleman

Audio Engineer
Jeremy Taylor

QA Manager
Mark Hooley

Art Manager
Derek Ham

Animation Manager
Jon Harrison

Design Dept. Manager
Dave Lago

Creative Dept. Manager
Andy Sutcliffe

Sound Dept. Manager
Kevin Saville

V.P. Development
Dave Lee

V.P. Marketing
Adele Callan

V.P. Of Business Development USA
Kevin Gillespie

V.P. Of Business Development
Darren Melbourne

C.O.O.
Andrew Wall

C.E.O.
Kevin Devine

Notes

Notes

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